

≈ AdobePiStd OpenType Font ≈

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1 Adobe Pi Standard Symbols

Adobe Reader v6.x and later¹ provides a **AdobePiStd.otf** file that has 371 glyphs for dingbats and ornaments. The font version used in this font pack is 1.004 as of 2002.

2 Installation

This installation guide is tested with MiKTeX version 2.3.

- ① Unpack AdobePiStd.zip in the /localtexmf directory.
- ② Refresh file name database.
- ③ Open updmap.cfg in /texmf/web2c and add the following line:

```
Map AdobePiStd.map
```

- ④ Issue the following command:

```
initexmf --mkmaps -u
```

3 How to Use


AdobePiStd font can be used with dvips, dvipdfm(x), and pdflatex. The following preamble is enough to use AdobePiStd font:

```
\usepackage{pifont}  
...  
\Pisymbol{fd_name}{slot_number}
```

where

- **fd_name** is a *font definition* file name. The available font definition names are **pps1**, **pps2**, and **pps3**. See Section 4 for more information on these names.
- **slot_number** is a slot number for a glyph. See Section 4 for more information.

The pifont package also supports additional macros such as:

- **\Pifill**{fd_name}{slot_number} as shown here 
- **\Piline**{fd_name}{slot_number} as shown here



¹More OpenType fonts are provided in this later version.

- You can see the difference between these two macros.

In addition, the pifont package supports the `dinglist` and `dingautolist` environments with slot numbers. But the default font for these environments are Zapf Dingbats (pzd). To use AdobePiStd font for the “dinglist” environment, you have to redefine the environment. You can use `pps1`, `pps2`, or `pps3`.

```
\renewenvironment{dinglist}[1]{\begin{Pilist}{pps3}{#1}}%
{\end{Pilist}}
```

The following example uses `pps3` and the slot number of 120:

```
\begin{dinglist}{120}
\item Everything
\item that has a beginning
\item has an end.
\end{dinglist}
```

✍ Everything
✍ that has a beginning
✍ has an end.

To use AdobePiStd font for the “dingautolist” environment, you have to redefine the environment. You can use `pps1`, `pps2`, or `pps3`.

```
\renewenvironment{dingautolist}[1]{\begin{Piautolist}{pps3}{#1}}%
{\end{Piautolist}}
```

The following example uses `pps3` and the slot numbers of 149 and 199, respectively:

① Everything
② that has a beginning
③ has an end.

👉 Everything
👉 that has a beginning
👉 has an end.

4 AdobePiStd Font Tests

I arbitrarily divided the font into three parts: “AdobePiStd Arrows”, “AdobePiStd Ornaments”, and “AdobePiStd Markers, Communications, and Offices”. The ornaments are the main reason that I decided to make this font pack.

4.1 AdobePiStd Arrows

The `upps1.fd` file supports various arrows. To use them, issue `\Pisymbol{pps1}{slot_number}`. The arrows and their slot numbers are shown in the following table.

	0	1	2	3	4	5	6	7	8	9
40									→	→
50	→	→	↘	↙	→	↗	→	↖	↘	↙
60	▶	▷	◀	◁	◄	◂	◃	◅	◄	◂
70	↗	↘	↖	↙	⦿	⦿	↗	↘	↖	↙
80	↗	↘	↖	↙	↘	↙	↖	↙	↘	↙
90	→	→	↘	↙		↗	↘	↖	↘	↙

4.2 AdobePiStd Ornaments

The upps2.fd file supports various ornaments. To use them, issue `\Pisymbol{pps2}{slot_number}`. The ornaments and their slot numbers are shown in the following table.

	0	1	2	3	4	5	6	7	8	9
40										
50										
60										
70										
80										
90										
100										
110										
120										
130										
140										
150										
160										
170										
180										

4.3 AdobePiStd Markers, Communications, and Offices

The upps3.fd file supports various markers, communications, and office symbols. To use them, issue `\Pisymbol{pps3}{slot_number}`. The symbols and their slot numbers are shown in the following table.

	0	1	2	3	4	5	6	7	8	9
40										
50										
60										
70										
80										
90										
100										
110										
120										
130										
140										
150										
160										
170										
180										
190										
200										